

Meeting Agenda

Location: Idégränd 5

Date: 10/5 2012

Time: 11:00-11:45

Facilitator: Andreas Karlberg

Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

1. Objectives (5 min)

Finish SDD and RAD.

Discuss what we have left to do.

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

NA

3. Reports (15 min)

The high score is now shown in the game.

The game now has a working pause menu and it works to start a new game from it.

The blocks has new images. When you get a full row in the game, it will now disappear.

The game has a faster startup. In game volume now has an interval from 0 to 1

4. From previous meetings, solved issues, e. t. c.

Jonathan will work with themehandler, this will help him to get some more code. If he runs into trouble, he will contact Joachim or ask around to get help.

5. Discussion items (35 min)

1. Linus will work with the SDD, and everyone should look and write something on the RAD.

We only need to update the RAD so it won't take a lot of time to do.

2. What to do:

ThemeHandler, fix bugs, create a new player, make the sound work with the game.

6. Outcomes and assignments (5 min)

Linus will change the states so the game will load faster, connect the sound.

Magnus will continue with the struggle in the gamelogics.

Andreas will handle the highscore namechange in settings.

Jonathan will start working on the themeHandler.

7. Wrap up

1. NA

2. Next meeting will take place 15/5 2012